This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1.   (Currently Amended) A method for emulating a two-button mouse-type computer input device, comprising steps of:

       receiving a stylus input from a user;

       determining whether the stylus input is preceded by a predetermined gesture made by the user;

       responsive to determining that the stylus input is preceded by the predetermined gesture made by the user, displaying a user interface having a plurality of selectable functions including at least one function selected from the list consisting of a shift function, a control key function, and an alternate function;

       receiving a user selection of at least one of the functions; and

       sending a mouse button event modified by the selected function.

2-3.   (canceled)

4.   (Previously Presented)   The method according to claim 1, further comprising a step of hiding the user interface responsive to receiving the user selection.

5.   (Currently Amended) A method for emulating a two-button mouse-type computer input device, comprising steps of:

       displaying a user interface having a plurality of selectable functions including at least one function selected from the list consisting of a shift function, a control key function, and an alternate function;

       receiving a user selection of at least one of the functions; and

       sending a mouse button event modified by the selected function,

       wherein the plurality of selectable functions further includes a bull's-eye function.

6.   (Previously Presented)   The method according to claim 5, further comprising steps of:

> receiving a user selection for the bull's-eye function; and

> sending a right-button event to an application in response to the user selection for the bull's-eye function.

7.   (Previously Presented)   The method according to claim 1, further comprising steps of:

> starting an inactivity timer when the user interface is displayed; and

> hiding the user interface when a predetermined amount of time elapses without receiving the user selection.

8.   (Canceled)

9.   (Previously Presented)   A computer-readable medium storing computer-executable instructions for performing the steps recited in claim 1.

10-24. (Canceled)

25.   (Previously Presented)   The method according to claim 1, wherein said displaying step displays said user interface at a location on a digitizing writing surface that depends upon a location of a digitizing pen in relation to the digitizing writing surface.

26.   (Previously Presented)   The computer-readable medium according to claim 9, wherein said displaying step displays said user interface at a location on a digitizing writing surface that depends upon a location of a digitizing pen in relation to said digitizing writing surface.

27.   (Canceled)

28.   (Currently Amended) The method of claim 1, wherein the step of displaying includes displaying the user interface in response to receiving the predetermined gesture made by the user.

29.   (Currently Amended) The method of claim 28, wherein the step of displaying further includes a step of comparing the predetermined gesture made by the user with a set of predetermined gestures, and displaying the user interface in response to receiving the predetermined gesture made by the user if the predetermined gesture made by the user matches one of the set of predetermined gestures but not if the predetermined gesture made by the user does not match one of the set of predetermined gestures.

30.   (Currently Amended) The method of claim 28, wherein the predetermined gesture made by the user is an in-air gesture made by a digitizing pen in relation to a digitizing writing surface.

31.   (Previously Presented)   A computer having a display and a user input device, configured to perform the steps recited in claim 1.

32.   (Currently Amended) In a stylus-based computer, a method comprising steps of:
     receiving a first stylus input from a user;
     determining whether the first stylus input is preceded by a particular in-air gesture;
     responsive to determining that the first stylus input is preceded by the particular in-air gesture, displaying a graphical user interface including a user-selectable keyboard function;
     detecting a first user interaction with the graphical user interface to select the keyboard function; and
     responsive to a second stylus input, sending a mouse button event modified in accordance with the user-selected keyboard function.

33.   (Previously Presented)   The method of claim 32, wherein the keyboard function is a Shift key function.

34.   (Previously Presented)   The method of claim 32, wherein the keyboard function is a Control key function.

35.   (Previously Presented)   The method of claim 32, wherein the keyboard function is an Alternate key function.

36.   (Previously Presented)   The method of claim 32, wherein the first user interaction is a stylus-based user input.

37.   (Previously Presented)   The method of claim 32, wherein the first stylus input is a tap of the stylus on a touch-sensitive display.

38.   (Previously Presented)   The method of claim 32, wherein the step of displaying includes displaying the graphical user interface at a location of a stylus-sensitive display that depends upon a location of the stylus relative to the display.

39.   (Cancelled)

40.   (Previously Presented)   The method of claim 32, further including a step of removing the graphical user interface from being displayed responsive to the stylus input.

41.   (Previously Presented)   The method of claim 32, wherein the step of sending includes sending the mouse button event modified in accordance with the user-selected keyboard function to a running application.

42.   (Previously Presented)   The method of claim 32, further including a step of locking the user-selectable keyboard function in response to a second user interaction with the graphical user interface.

43.   (Previously Presented)   The method of claim 42, further including a step of unlocking the user-selectable keyboard function in response to a third user interaction with the graphical user interface.

44.   (Previously Presented)   A computer-readable medium storing computer-executable instructions for performing the steps recited in claim 32.

45.   (Currently Amended) The method of claim 1, further comprising:
        responsive to determining that the predetermined gesture made by the user does
            not precede the stylus input, generating a left button mouse event.

46.   (Previously Presented)   The method of claim 1, wherein the stylus input is a tap.

47.   (Previously Presented)   The method of claim 32, wherein the first stylus input is a tap.